

## ***Introduction***

AR-01-1189

## ***Audio recording and editing***

The Direct-to-Disk is a comprehensive multitrack recording and editing system which can be used for sound effects, dialog and music applications.

The documentation for the system is divided into two manuals—*Audio Recording* and *Audio Editing*.

## ***Audio recording***

The *Audio Recording* manual prepares you for recording onto Direct-to-Disk tracks and guides you through the step-by-step process of laying down tracks.

This manual explains how to perform the following tasks.

- create a project
- set the track parameters for recording
- arm a track
- continuous recording
- record cues
- bounce tracks
- play back tracks and cues
- back up to tape
- store cues to optical disk

## *Audio editing*

The *Audio Editing* manual explains how to edit cues and create a sequence. It also explains how to fine-tune a sequence and play it back synced to picture.

This manual explains how to perform the following tasks.

- recall and edit cues
- block cues
- create a crossfade
- save cues
- places cues in a sequence
- edit the sequence
- play back the sequence
- store a sequence

## ***Direct-to-Disk tracks and projects***

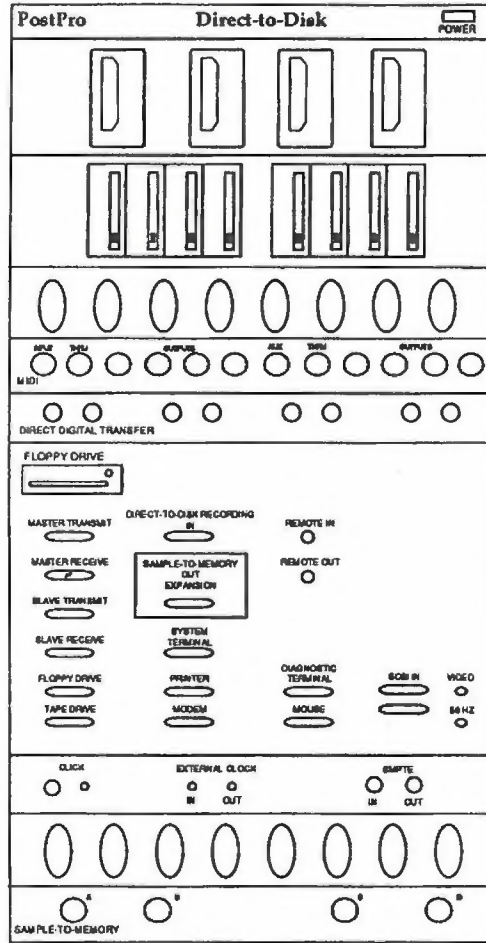
The Direct-to-Disk has tracks which are used for recording audio. Before recording can take place, the tracks must be partitioned into one or more projects or work areas.

### ***Direct-to-Disk tracks***

Any sound recorded into the Direct-to-Disk system is recorded onto tracks. These tracks are installed in the control unit as Winchester disks. The number of tracks available depends on the number and configuration of the Winchester disks you have installed.

Direct-to-Disk tracks can be used to record and play back parallel to each other, like a multitrack tape recorder, or they can be used to record multiple takes which can be edited and assembled into cue lists synced to picture.

The random access capabilities of the system allow you to instantly auto-locate to any point on the tracks and to recall any sound recorded onto the Direct-to-Disk tracks. There is no tape rewind time.



*The Post Pro  
control unit*

## ***Direct-to-Disk tracks and projects (con't)***

### ***Projects***

Before any recording can take place on the Direct-to-Disk, you must tell the system where you want to record on the tracks. The area you designate is called a **project**. You can designate the entire system, or you can use only a few minutes. This allows you to have more than one project on the Direct-to-Disk at a time, if you wish.

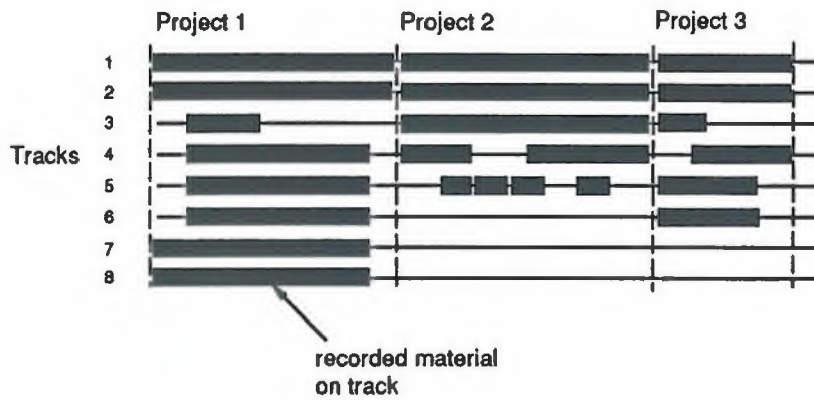
Projects are a cornerstone of the Direct-to-Disk system. Your project can contain all the recorded material (music, dialog, sound effects, etc.) for one job—for example, a commercial, a song or a radio spot. All recording for a particular job takes place within the designated project. When the end of a project is reached, recording stops. This protects you from accidentally recording over other projects which may be on the system.

A project reserves the same area on all tracks. For example, if you designate five minutes on the Direct-to-Disk system for Project 1, you are reserving the same five minutes on all tracks in the system. (See opposite page.)

If you have designated several projects on your system, the project in which you are currently working is referred to as the **current project**.

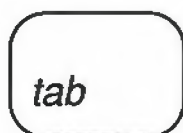
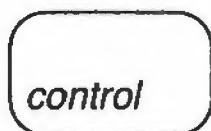
You can work in only one project at a time. Once a project has been selected, you perform all recording within that project area.

*Projects on the  
Direct-to-Disk  
system*



## *The displays*

The primary display used for Direct-to-Disk recording and editing is the Audio Event Editor. A limited number of functions are not available from the Audio Event Editor and can only be performed from the Project Directory or Track Display. These will be discussed when appropriate.



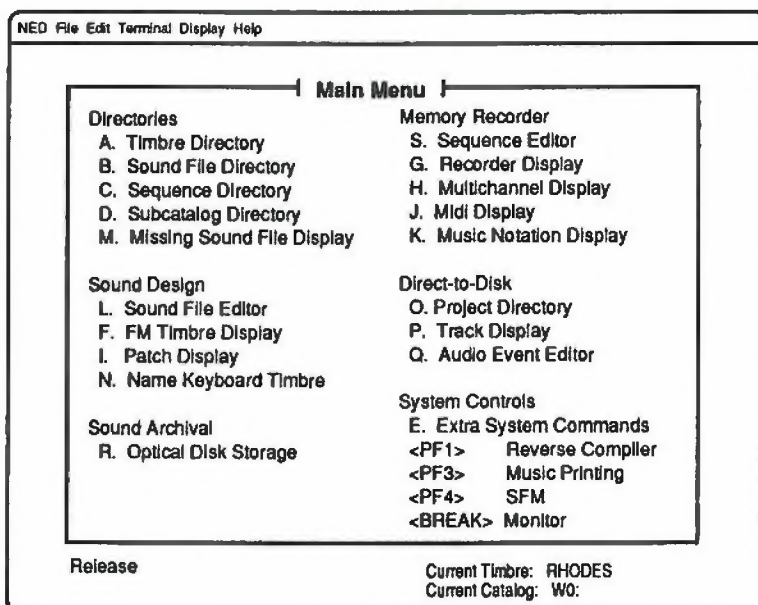
## *Choosing a display*

The Audio Event Editor, the Project Directory and the Track Display are available from the Main Menu.

The Audio Event Editor is an integrated system for audio recording, editing and sequencing which contains a list of panels which you recall when performing an operation. The Audio Event Editor has more extensive capabilities than the Project Directory or Track Display.

The Project Directory and Track Display can be used for basic project creation and track recording. Only those functions which can only be performed from the Project Directory and Track Display, and not the Audio Event Editor, are explained in this manual. The Tab key can be used to toggle between the two displays. Commands at the bottom of each screen can be activated by clicking on them or by holding the Control key while typing the letter next to the command.





## *The Main Menu*

## ***The displays (con't)***

### ***Opening and closing Audio Event Editor panels***

Each panel of the Audio Event Editor has a set of commands and functions organized around a particular operation (recording, editing, synchronization, etc.).

You activate panels using the Selection panel, which always appears at the top of the screen.

- In the Selection panel, click the box representing the panel you want to display. (Panel names are abbreviated. See opposite page.)

The box lights, and the panel appears on the screen. You can activate as many panels as will fit on the screen at one time.

When you are done with a panel, or to make room for another panel, close an active panel.

- In the Selection panel, click the lighted box of the panel you want to close.

The panel disappears, and the box is no longer lighted.

*Audio Event Editor  
panels*

<b>Box label</b>	<b>Panel name</b>	<b>Panel function</b>
<b>PROJECTS</b>	Project Manager	Allocation of disk space; project and track management; input/output assignments.
<b>CUE EDIT</b>	Cue Editor	Cue creation, playback, placement and editing.
<b>CUE TRIM</b>	Cue Trimmer	Cue creation, playback, editing and fades.
<b>CUE DIR</b>	Cue Directory	Cue listing, recall and placement.
<b>MOTION</b>	Sequencer Motion Control	Sequence recall, playback, storage and file management.
<b>EVENTS</b>	Event List Editor	Building and editing sequences.
<b>RECORD</b>	Record Control	Track recording and cue creation.
<b>SYNC</b>	Synchronization and Time Control	Selection of synchronization formats.
<b>CUE STOR</b>	Cue Store/Recall	Backing up cues.

## ***The displays (con't)***

### ***Switching between Project Manager modes***

The Project Manager panel displays information about the projects and Direct-to-Disk tracks. Unlike the other panels, it can be displayed in two modes.

Mode	Information displayed
Show All	Project parameters and basic track information for all projects currently available to the system.
Show Project	Track parameters, routing and basic project parameters for the current project only.

The two Project Manager modes are selected by clicking a button in the bottom left of the panel.

- Click the Show All or Show Proj button to toggle between the modes.

When the panel is displayed in the Show All mode, the **Show Proj** button appears. When the panel is displayed in the Show Project mode, the **Show All** button appears.

PROJECT MANAGER									
◆	Proj	1. Commercial 7/25/88	Start 0:00	End 5:23	Rate 60.0	Unlocked	M		
Commercial 7/25/88			A&E 5/11/88		CBC				
1									
2									
3									
4									
5									
6									
7									
8									
Show Proj		Select Proj		New Proj		Change Lock		Erase Proj	
								Erase All	

*The Project Manager panel in Show All mode*

PROJECT MANAGER													
◆	Proj	1. Commercial	7/11/88	Start	0:00	End	5:23	Rate	50.0	Unlocked	M		
No.	Track Title	Status	Mode	Used	Input	dB	Out	No.	Vol	Pan	DDT		
1.	Announcer 1	Locked	Auto	5:00	STM	1.0	1	1	100.0	-50			
2.	Announcer 2	Locked	Auto	4:23	STM	2C	1.0	2	2	100.0	+50		
3.	Announcer 3	Safe	Auto	4:10	STM	1A	1.0	3	3	100.0	-50	1	
4.	Music Intro	READY	Input	1:23	TRK	7	1.0	4	4	100.0	+50	2	
5.	Music 1	Safe	Input	1:23	OUT	6	1.0	5	5	100.0	-50		
6.	Music 2	Safe	CuePB	0:45	STM	1.0	6	6	6	100.0	+50		
7.	Music Finale	Safe	CuePB	1:54	STM	1.0	7	7	7	100.0	-50		
8.							8	8	8				
Show All		ALL: Repro		Input		Auto		Cue PB		Safe		Lock	
										Unlock		Erase	
												Size: 8	

*The Project Manager panel in Show Project mode*

## ***The displays (con't)***

USER # 1

### ***Customizing panel selection***

You can display several panels at once by activating one of four User buttons located in the bottom row of boxes in the Selection panel. Your User buttons can be pre-programmed to open a selection of panels when activated.

- Click a User button in the Selection panel.

If the button has been programmed, the box lights and a series of panels opens on the screen.

You can close individual panels as described earlier, or you can close all of the panels at once.

- Click the lighted User button in the Selection panel.

All panels associated with the selected User button disappear. The User button is no longer lighted.

## *Programming a User button*

You can program a User button to display a selection of panels of your choice.

1. Display the panels you want by clicking their Selection panel boxes.
2. Click the small black box in the lower left corner of the User button.
3. Type the label you want displayed on the button and click [STORE] in the dialog.

The label appears in the Selection panel. The button is now programmed to display the designated panels when selected.